The SIMS™
LIVIN' LARGE
EXPANSION PACK
TEEN
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CONTENT RATED BY ESRB
Mac
EA GAMES
MAXIS
ASPYR™
Authorized Electronic Arts™ Distributor
20043-1MNA

INSTALL GUIDE

SYSTEM REQUIREMENTS

The Sims Mac plays on any iMac, PowerBook G3, or PowerMac G3/G4

MINIMUM CONFIGURATION

- The full version of *The Sims*™ for MacOS is required for play.
- MacOS 8.1 or later
- G3 processor at 233 MHz or faster (333 MHz recommended)
- 64 MB of Memory (96 MB recommended)
- 2 MB VRAM (4 MB recommended)
- 8X CD-ROM (16X recommended)
- Hard drive, with 350 MB minimum free space (175 additional MB required for Livin' Large)
- Monitor and video card capable of 800x600 and Thousands of Colors

INSTALLING THE GAME

NOTE: You must have The Sims installed on your computer in order to run The Sims Livin'' Large.

To install The Sims Livin' Large:

Insert the SIMS LIVIN' LARGE CD into your CD-ROM. Double-click the "Livin' Large Installer." Follow the step by step installation instructions. The installer will automatically install new Livin'' Large files and data to your existing SIMS application. (PLEASE NOTE: Once you install Livin' Large your SIMS will permanently be Livin' Large. The only way to return to the original SIMS life is to reinstall the SIMS.)

ELECTRONIC REGISTRATION

If you have a connection to the Internet on your computer, you can electronically register your product.

This is made available to you at the end of the installation.

If you would like to register electronic *The Sims Livin' Large* after you have installed it, please visit: http://www.aspyr.com/register.php

STARTING THE GAME

To start The Sims Livin' Large:

To start the *SIMS Livin' Large:*

- Insert the SIMS Livin' Large CD into your CD-ROM drive. Double-click "The SIMS" application on your hard drive (upon installation Livin' Large will be an addition to The SIMS game files).

NOTE: Please see The Sims manual for game play instructions.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- Please make sure you have thoroughly read the *System Requirements and Livin'' Large Read Me file on the CD.* It is essential that your system meets the minimum configuration requirements for the game.

GENERAL CRASHES/LOCKUPS

In some cases, programs that are running on your system can monopolize resources that the game needs in order to install, load and run properly.

WHAT'S NEW

Please refer to *The Sims* manual for instructions on how to play the game. Yeah, it's just a game. Right, uh-huh.

Here is what's new for your *Sims in The Sims Livin' Large.*

■ 100+ New Objects

These remarkable new objects are here for you to promote new game play and inspire more Sim interaction possibilities. New items, like a genie lamp, crystal ball, and chemistry set, can be used to create a sense of humor and give a fresh twist to the dynamic Sim neighborhood. Livin' Large objects add character animations, sounds, behaviors, and social interactions bringing more life to your Sims' world. The new furniture, appliances, electronics, art, and architectural objects give a new look to enhance the aesthetics of your Sims' homes. You now have more options to build, design, and create an ultimate Sim neighborhood. Let your decorating flair go wild!

■ Larger Variety of Floors and Walls

The new floor and wall sets can be used together to create harmonious living spaces. (Well, as harmonious as your Sims will allow). These sets match the new objects so you can create themed houses and themed neighborhoods.

Select from a much larger variety of floors and walls. Either download them from the Internet or create them using The Sims HomeCrafter. Make your Sim houses more authentic and comfortable with floors and walls you and your Sims will love. The Sims Livin' Large allows you to have an almost limitless number of floors and walls in your catalog.

■ New Characters

The new non-player characters add a whole new element of game play. Monsters, genies, clowns, and the Grim Reaper can all pay your Sims a visit. How chipper will your Sim be because of lost sleep after seeing the Grim Reaper? That promotion might not be sewn up yet.

■ 5 New Careers

The new career paths provide 50 new positions, new career skins, new promotions, and new ways for your Sims to earn money. The new career options are Journalism, Paranormal, Hacker, Slacker, and Musician.

■ Multiple Neighborhoods

You now have 5 neighborhoods and a total of 50 lots! You can download houses from The Sims Exchange or create your own. You now have enough room to create multiple neighborhoods of buzzing Sims. Better build a big pool to accommodate this block party!

■ Best of the Web

The objects and skins available from www.aspyr.com are now available in *Livin' Large*. The Slot Machine, topiaries, wall lights, the infamous guinea pig, and more are now available to you through this expansion pack.

■ User-Created Skins

We are also putting the best user-created skins for your Sims on the Expansion Pack. We looked high and low for the best skins that we could find (outside of Maxis), and included them in *Livin' Large*. These skins are hot!

CAREER PATHS

There are 5 new careers for your Sims in *Livin' Large*. Before we explain the new career paths, let's make sure you know how to find a job and the basics of how your Sim will be successful at his or her chosen field.

Your Sim finds a job by looking in the newspaper or on the computer. Once your Sim chooses a vocation, a few key points will ensure success. Make sure they are in a good mood before going to work. Catch the carpool before it leaves, otherwise your Sim misses a day of income and eventually risks getting fired. And, to ensure a promotion is on the way, constantly increase the Sims' skill levels and number of friends.

The following are the new career tracks with entry-level positions for each track detailed and some of the required skill enhancements. There are 10 levels within each track, and every Sim starts at the bottom of the track. But before you know it, you'll be raking in the bucks and that small shack will turn into a large mansion.

MUSICIAN

Subway Musician: Simoleans are sparse and the looks from passers-by are harsh, but the hours are great. Plus, isn't contributing music to SimCitizens' commutes a community service?

Skills: *Charisma, Body, Creativity.*

SLACKER

Golf Caddy: What could be better than spending your sunny days carrying someone else's clubs for a round of 18? Early morning tee times call for early work hours, but it's a terrific opportunity to schmooze with the wealthy at the local country club.

Skills: *Mechanical, Charisma, Body.*

PARANORMAL

Psychic Phone Friend: You knew you were meant for this job before it was even offered to you. Evening hours, lots of talk on the phone, and the chance to warn others of impending disasters in their lives is just what you're best at doing.

Skills: *Charisma, Logic, Creativity.*

JOURNALISM

Typesetter: Prep the morning SimCity Times for its subscribers, and get the first look at the breaking news stories. The hours are early, but it's a great way to get your foot in the door.

Skills: *Charisma, Logic, Creativity.*

HACKER

Beta Tester: Put the next version of the software through its paces, and try to crash the software as often as possible. The Company is depending on you to make sure this code arrives on the store shelves in the cleanest possible condition, provided you don't rack up too many late-night pizza bills.

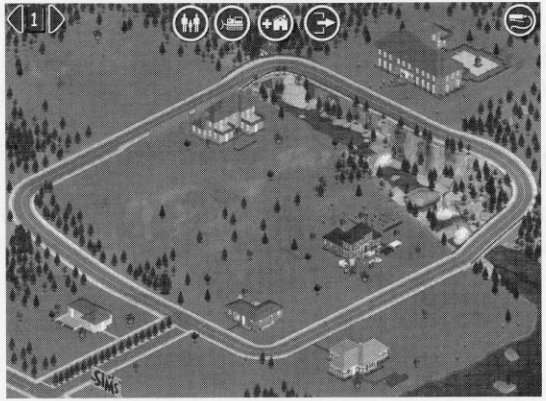
Skills: *Charisma, Logic, Mechanical.*

MULTIPLE NEIGHBORHOODS

You now get 5 neighborhoods with 10 lots each in *Livin' Large*. Switch between the neighborhoods on the fly. This new feature enables you to create or download many more houses for your favorite Sims.

To import a family that you have downloaded from the Sims Exchange:

1. Select the neighborhood you want to place the family in from the Neighborhood screen.
   - Switch neighborhoods by clicking on the left and right arrow buttons in the top left of the screen.
2. Click the Import Family button.
3. A dialog will pop up asking if you want to import the family you just downloaded. Select YES to import the family. Select NO if you don't want to import the family at that time. Select DELETE if you want to permanently delete the family from the import folder.



HELP SYSTEM

The help system detects when you're in an area of the game where further description may be helpful (including key commands and basic strategy). It pops up an icon that you can either click to get more info or ignore. Each message will be triggered until it is viewed. Once viewed, most messages will never appear again.

Activating the Help System

- The first few times you enter a house, you will be asked if you want to use the Help System. If you click Yes, the Help System will be activated until each message has been displayed once.
- If you choose not to activate the Help System, the dialogs will stop appearing. Eventually, the help system will be turned off.
- Once the Help System is on, each time a help message is triggered, a question mark icon will appear at the upper right hand corner of the screen. Click it to expand it to a dialog.

Help System on Demand

- If you need help, click the question mark icon in the control panel to bring up a list of topics. Then, click on a topic to get the help information.

HOT KEYS

- P or – – Pause
- ⌘ + P – Pauses the game and allows you access to the MacOS Finder
- 1 – Normal Speed
- 2 – High Speed
- 3 – Ultra Speed
- Z – Switch character
- tab – Toggle between first and second stories
- page up – Select second story
- page down – Select first story
- F1 – Live Mode & Extend control panel
- F2 – Buy Mode & Toggle between function and room sort
- F3 – Build Mode
- F4 – Camera Mode
- F5 – Options Mode
- + = – Zoom In
- – – Zoom Out
- < , – Rotate world left
- > . – Rotate world right

– Cancels a pie-menu

– Cancels the tutorial (When in the tutorial)

– Rotate object left (When object is in Hand Tool)

– Rotate object right (When object is in Hand Tool)

– Displays next page of items in buy or build mode catalogs

– Displays previous page of items in buy or build mode catalogs

+ Click on face in family gallery – Edit bio

+ C - Copy text in text fields

+ X - Cut text in text fields

+ V - Paste text in text fields

+ Y – Redo in text fields

+ Z – Undo in text fields

A – Toggles anti-aliasing

S – Toggles shadows

+ S – Saves the game

+ Q – Quits the game

V - Version

Buy mode:

+ Click – buy and place multiple objects

Pool tool:

Click - place pool tile

+ Click – delete pool tile

Wall tool:

Click + Drag – place wall or fence tile

+ Click + Drag – delete wall or fence tile

+ Click – place a rectangle wall or fence

Wallpaper tool:

Click – paint wall tile

+ Click – paint multiple wall tiles

+ Click – unpaint wall tile

+ + Click – unpaint multiple wall tiles

Floor tool:

Click – place one floor tile

Click + Drag – place multiple floor tiles

+ Click – place floor tiles in an entire room

+ Click – delete one floor tile

+ Click + Drag – delete multiple floor tiles

+ + Click – delete floor of entire room

Door tool:

Click – to place a door on a wall

+ Click on a door – delete a door

Window tool:

Click - to place a window on a wall

+ Click on a window – delete a window

SCROLLING... LET ME COUNT THE WAYS

If edge scrolling option in the options panel is checked or in other words "on", you can move your mouse to the edge of the game screen and the screen will scroll in that direction.

Or you can hold down + *Click* and drag the mouse in the direction you want to scroll.

You can also use the cursor keys to scroll.

Hold down the key and you can move the game world.

If you use the space bar to select a Sim, the game will scroll to that Sim.

Double clicking on a Sim in the family gallery will center the game on that Sim.

+ *Click* on a Sim in the family gallery will center on and track or follow that Sim until another scrolling method overrides the tracking.

+ *Click* on a Sim in the relationships panel will center on that Sim if that Sim is on the lot.

SELECTING A SIM

You can click on the face of a character in the family gallery section of the control panel to select them. Or you can use the space bar to cycle through and select Sims in the family gallery. And last but not least, you can + *Click* on the Sim in the world to select him or her.

ASPYR "MAC" CREDITS

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Extra special thanks to: Interactive Ensemble, The Olson Group, Suellen Adams, all Livin' Large Beta testers, Maxis and Electronic Arts.

TECHNICAL SUPPORT

If you have questions about the program or trouble with *The Sims Livin' Large*, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products. This is the same information our product support technicians use to troubleshoot your performance issues. We keep the product support pages updated, so please check here first for no-wait solutions:

www.aspyr.com/support

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. *All messages are responded to in kind*—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

If you need to talk to someone immediately, call us at (512) 708-8100 Monday through Friday between 9 AM or 6 PM, Central Standard Time.

HOW TO REACH US BY FAX OR MAIL

Aspyr Tech Support Fax: (512) 708-9595.
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HOW TO REACH US ONLINE

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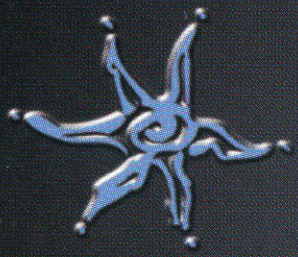

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